

```

#include <stdio.h>
#include <string.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <fcntl.h>
#include <stdlib.h>

main(int argc, char *argv[])
{
    int i, j, n;
    int sock_fd;
    struct sockaddr_in servaddr;
    char buff[100];
    if (argc != 3)
    {
        fprintf(stderr, "Usage: ./client IPAddress_of_server port\n");
        exit(1);
    }
    if ((sock_fd = socket(AF_INET, SOCK_DGRAM, 0)) < 0)
    {
        printf("Cannot create socket\n");
        exit(1);
    }
    bzero((char *)&servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_port = htons(atoi(argv[2]));
    inet_pton(AF_INET, argv[1], &servaddr.sin_addr);
    n = sendto(sock_fd, "", 1, 0, (struct sockaddr *)&servaddr,
sizeof(servaddr));
    if (n < 0)
    {
        perror("error in sending");
        exit(1);
    }
    if ((n = recvfrom(sock_fd, buff, sizeof(buff), 0, NULL, NULL)) == -1)
    {
        perror("read error from server:");
        exit(1);
    }
    printf(" the current time of the system is %s\n", buff);
}

```